

# CHAPTER I

## INTRODUCTION

This chapter consists of the background of the study, statements of the problem, objectives of the study, and benefit of the students.

### **A. Background of the Study**

In formal way, there is a common perception that all learning processes should be serious. This is a misconception, because learning processes can make possible for the students to have fun, relax, and enjoy in the learning process. So, this is important for a teacher to be creative and innovative in the learning process. The game is one of the ways that teachers can use in the learning process. The game is an activity that makes learners fun, relax, and enjoy. According to Hansen (in Taheri, 2014: 545), "the advantage of language games is that it can provide chances for shy students to involve volunteers in classroom activities".

Vocabulary is an important part in foreign language learning as the meanings of new words are very often highlighted, whether in book or in classrooms (Alqahtani, 2015: 21). Vocabulary is also central to language teaching and importance to a language learner. According to Thornbury (2002:13), "Without grammar very little can be expressed, without vocabulary nothing can be expressed". It means that vocabulary is the important tool in communication because it expresses the meaning of the communication.

Because vocabulary is an important tool in communication, teacher can use games as a technique in learning process. One of games that the teacher can use is "Kim's memory Game". "Kim's memory game" is a game where students are asked to remember exactly what was on a tray before it was covered. It not only makes learners happy and interested in learning process, but also will challenge their power of observation and memory.

There is a reason for teaching young learner, because teaching English for young learner needs for highly skilled and dedicated teaching (Harmer, 2004: 83). A young learner is an early age that needs exposure to understand foreign language. Based on the researcher's observation in teaching English at the seventh grade students of SMP N 2 Pedan, Klaten, many problems appear in the learning process. The causes of the problems are that the material and the ways in delivering material are not interesting.

Therefore, the researcher is interested in conducting experimental research entitled: "The Effect of "Kim's Memory Game" on Students' Vocabulary Mastery viewed from Student's Motivation (An Experimental Study at the Seventh Grade Students of SMP N 2 Pedan, Klaten in the Academic Year 2016/2017).

## **B. Statements of the Problem**

The problems that arise from the background are as follows:

1. Is there any different influence of Kim's memory game and Translation toward students' vocabulary mastery of the seventh grade students of SMP N 2 Pedan, Klaten in the academic year 2016/2017?
2. Is there any different influence of high students' motivation and low students' motivation toward students' vocabulary mastery of the seventh grade students of SMP N 2 Pedan, Klaten in the academic year 2016/2017?
3. Is there influence of the interaction between learning technique and students' motivation toward students' vocabulary mastery of the seventh grade students of SMP N 2 Pedan, Klaten in the academic year 2016/2017?

### **C. Objectives of the Study**

Based on the formulation of the problems above, the main objectives of this study can be stated as follows:

1. To find out whether there is any different influence on Kim's memory game and Translation toward students' vocabulary mastery of the seventh grade students of SMP N 2 Pedan, Klaten in the academic year 2016/2017.
2. To find out whether there is any different influence of of high students' motivation and low students' motivation toward students' vocabulary mastery of the seventh grade students of SMP N 2 Pedan, Klaten in the academic year 2016/2017.
3. To find out whether there is the influence of the interaction between learning technique and students' motivation toward students' vocabulary mastery of the seventh grade students of SMP N 2 Pedan, Klaten in the academic year 2016/2017.

### **D. Benefits of the Study**

By conducting this study, the writer hopes this study will have two kinds of advantage:

1. Theoretical Benefits
  - a. This research provides beneficial and referential contribution to improve students' vocabulary through use of Kim's memory game.
  - b. This research shows, the game is one of interesting techniques that can be used in a learning activity.
2. Practical Benefits
  - a. To the English teacher
 

This result can enrich the teacher technique in learning process. It can make relax and fun learning, so students are not bored in the learning process.

b. To other researchers

This study gives brief knowledge about using games in vocabulary learning. This study can be used as starting point in conducting another researcher.